

<http://www.replacementdocs.com>



XBOX



LIVE

ONLINE ENABLED

STAR WARS REPUBLIC COMMANDO™



SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rearprojection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game-play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

menu

XBOX LIVE	2
SQUAD CONTROLS	2
SQUAD ALERT	5
MAIN MENU	6
OPTIONS	6
GAME SCREEN	7
PAUSE SCREEN	8
SQUAD COMMANDS	9
SQUAD AND PLAYER HEALTH	11
VISOR MODES	11
SAVING	11
MULTIPLAYER GAME TYPES	12
MULTIPLAYER MENU	13
MULTIPLAYER PAUSE SCREEN	18
WEAPONS	18
THE FACTIONS	22
PERSONNEL DATABASE	24
SOFTWARE LICENSE -- LIMITED WARRANTY	28
POINT OF CONTACT	32

XBOX LIVE

TAKE STAR WARS REPUBLIC COMMANDO™ BEYOND THE BOX

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

DOWNLOADABLE STAR WARS REPUBLIC COMMANDO CONTENT

If you are an Xbox Live subscriber, you can download the very latest content (such as a new level) to your Xbox console.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

CONTROLS



SQUAD CONTROLS

	LEFT THUMBSTICK	MOVE/STRAFE (CLICK TO CROUCH)
	RIGHT THUMBSTICK	AIM CAMERA (CLICK TO ZOOM)
	A BUTTON	USE/ACTIVATE/PICKUP
	X BUTTON	RELOAD
	Y BUTTON	JUMP
	B BUTTON	MELEE ATTACK
	LEFT TRIGGER	THROW DETONATOR
	WHITE BUTTON	CYCLE VISOR MODE
	RIGHT TRIGGER	FIRE WEAPON
	BLACK BUTTON	CYCLE DETONATOR TYPES
	BACK BUTTON	SHOW OBJECTIVE TEXT / SHOW MULTIPLAYER SCORES
	START BUTTON	PAUSE

	DIRECTIONAL PAD: SQUAD COMMANDS (WHILE HOLDING THE A BUTTON)
UP	SECURE AREA
DOWN	CANCEL MANEUVER
LEFT	SEARCH AND DESTROY
RIGHT	FORM UP

	DIRECTIONAL PAD: SWITCH WEAPONS
UP	BLASTER RIFLE
DOWN	SECONDARY WEAPON
LEFT	ANTI-ARMOR ATTACHMENT
RIGHT	SNIPER ATTACHMENT

>>ENEMY PRESENCE DETECTED



SQUAD HOLD BACK.. AWAIT SIGNAL<<

SQUAD ALERT

The hot, quick puffs of breath inside your helmet become indistinguishable from the distant thumps of the AT-TEs walking above on the surface. Minutes ago you were riding in a gunship amongst the chaos, fire and smoke blooming in the sky, blaster fire spraying up from Geonosis like fountains of colored light. For most of your clone brothers, the surface battle was the objective, but you are a clone commando. You are now in your element. The walls of the cavern tremble, and orange-red dust floats down from the ceiling, sprinkling the shoulder plates of your suit. You check the clip of your DC-17m modifiable blaster rifle, and give it a good slap to make sure it's set. The dull sound echoes and is followed by a faint chittering--an insect-like sound. You look back and signal your squadmates to hold back and let you remain on point. They're anxious to get into combat, but the tunnel ahead opens into a chamber, and you can't see what's there. You're not only the leader, but also the most skilled in close quarter confrontations. You step into the chamber as the insect sounds rise to a drowning chorus, and skeletal shapes loom out of the shadows...

>>RECEIVING TRANSMISSION



MAIN MENU

NEW GAME

Launch a new campaign against the Separatists.

LOAD GAME

Load the game from any previous saves.

CAMPAIGN MAP

Select this to see all completed missions and replay any of them if desired.

MULTIPLAYER

Select to access various multiplayer modes. For more information, see page 12.

OPTIONS

Game

Allows you to adjust look sensitivity, invert Y-axis, toggle subtitles, toggle vibration, toggle auto aim, adjust difficulty, toggle auto maneuvers.

HUD Options

Here you can toggle the helmet on or off, toggle prompt text, toggle tactical visor mode, and adjust tactical mode intensity (how bright the color shimmer is around squadmates).

Sound/Graphics Options

Here you can adjust various sound settings, as well as brightness of the graphics.

Controls

This option allows you to choose from several preset configurations, or complete customization of all buttons.

PROFILES

Create, delete or switch between different profiles.

PENETRATE OUTER DEFENSES<<

EXTRAS

View unlockable features and the Credits.

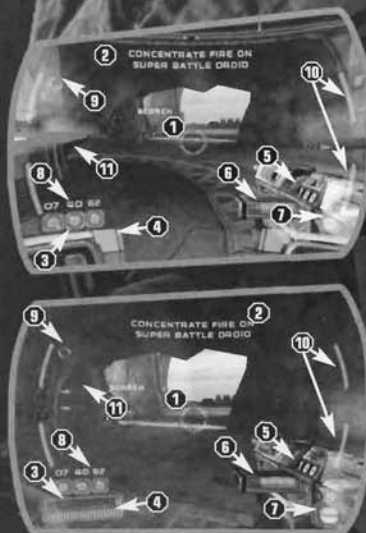
GAME SCREEN

1 TARGETING RETICLE: When the reticle is aimed at a friendly, it will turn green, and when aimed at an enemy it will turn red. When aimed at an object that can be interacted with, it will change into a context symbol.

2 MESSAGE: Pops up giving instructions for how to perform actions or objectives.

3 SHIELD: Your personal shield absorbs damage and recharges over time.

4 HEALTH: If you take damage while the shield is depleted, your health will decrease, and change from green to red. Health can be replenished by using Bacta stations (see page 10).



>>ACCESS MAIN ELEVATOR

5 TOTAL AMMO IN WEAPON: The number displayed on the weapon indicates your total ammo for that weapon.

6 AMMO IN CLIP: The colored light bar depletes as you use ammo, to give a quick-glance reference to ammo remaining in the current clip.

7 DETONATOR: The symbol indicates what type of detonator you have equipped, and the number above it is how many you have left.

8 SQUAD ICONS: These icons represent the status of each squadmate. The number on top designates their clone identification number. The colored circle indicates their health state: Green for healthy, yellow or orange for damaged, and red for incapacitated. A small arrow rotates around the colored circle, indicating what direction each squad member is in relation to you. The border around the icon will highlight if you point your reticle at a squadmate to help you keep track of where each member is. The corners of the icon will flash whenever a member is talking. The icon also displays a symbol depending on the action a squad member is performing, such as a Maneuver or healing.

9 TACTICAL MODE INDICATOR: This rotating icon indicates that Tactical Visor Mode is active.

10 TACTICAL COLOR INDICATORS: When you aim at a squad member these bars change to his color to give a quick reference for who you are looking at.

11 SQUAD POSITION INDICATORS: If a squad member is not visible to you, these indicators appear to show if they are located to your left or right.



PAUSE SCREEN

Press START to pause. Here you have the following options:

RESUME GAME: Exit pause mode.

RESTART LEVEL: Start the current level from the beginning.

SECURE THE AREA<<

SAVE GAME: Save the game to a slot. Multiple saves can be created.

LOAD GAME: Load any type of saved game.

OPTIONS: Access all options available from the main menu.

END MISSION: End the mission and return to the main menu.

SQUAD COMMANDS

The key to a clone commando's success is tight squad coordination. Although you are the leader of Delta Squad, your squadmates are quite capable of maintaining formation and executing tactics on their own. With a few well-placed commands, however, you can maximize Delta Squad's effectiveness.

MANEUVERS

[A Button]

Certain positions are marked with clone commando holograms. If you point at one of these markers and press the A button, the appropriate member(s) will take up position there and perform a special task. For example, you may need Search to set up demolitions on a target, or the entire Squad to perform a door breach maneuver. Text will appear at the top of the screen explaining what action will be performed at the marker. When a member is performing an action, his squad icon will change to represent the action, and a timer will appear above the icon if the action requires time to perform. NOTE: You can activate most maneuvers yourself by standing near the object, pointing at it and holding down the A button. However, it's generally safer and more efficient to command your squadmates to accomplish the same task.



MARKER HOLOGRAM

10 >>GAIN ACCESS AND ADVANCE

ENGAGE TARGET [A Button]

When aiming at an enemy, press the A button to tell all squad members to concentrate fire on that target. Once a target is engaged, its remaining health will display. The enemy will also show up as a red "ghost" image through solid objects, so you can track their movements even behind cover.

SEARCH AND DESTROY [Hold the A button, then press left on the directional pad]

Command the squad to move aggressively toward objectives, attacking all enemies along the way. The squad members will stop and wait if they get too far ahead of you. If you activate a maneuver, one or more of the squad members will follow that newly issued command while the rest will stay in Search and Destroy mode. This behavior is also the default if you have not given previous commands.

FORM-UP [Hold the A button, then press right on the directional pad]

Command all squad members who have not been assigned to a marker to immediately come to you and form-up behind you. They will follow with you on point until given further orders.

SECURE AREA [Hold the A button, then press up on the directional pad]

Command the squad to move/fight to where your reticle is aimed. A circular symbol appears near the desired area. The squad will stay in that area until you issue another command.

CANCEL MANEUVERS [Hold the A button, then press down on the directional pad]

Cancels all assigned maneuvers, making squad available for other commands. NOTE: The squad will automatically leave Maneuver positions without your order if that Maneuver is no longer needed for the situation.

11 TO THE NEXT SECTOR<<

SQUAD AND PLAYER HEALTH

You and your squad are not dead until the entire group is downed. You may revive your downed squadmates by standing near them and pointing at them while holding down the A button. Aiming at a downed squadmate and tapping the A button from afar orders squad members to revive each other.

If you are incapacitated yourself, you will have menu options to order them to come revive you as well. If not in combat they will come to your aid automatically. They are your second chance at success, so keep them healthy at all costs.

Find a nearby bacta dispenser and step close and hold down the A button to recharge your health or order a squadmate to do the same while standing at a distance and tapping the USE key as you would with other Maneuvers.

NOTE: Squad members do many things on their own. They will not only revive each other automatically if not engaged in combat, they will also seek out bacta stations and recharge their health. Watch their squad icons to see what they are up to.

VISOR MODES

Each commando is outfitted with a visor that aids in assessing combat situations and seeing in low light situations. Press the white button to cycle between visor modes.

TACTICAL VISOR MODE

This mode is active by default. A colored shimmer surrounds squad members and the name of each member is displayed to make each quickly distinguishable. Squad position indicators show where your members are off screen. A white shimmer surrounds items that can be picked up, and when the reticle is pointed at them a bracket appears to draw your attention.



>>ENGAGE ATTACK MANEUVER



LOW LIGHT MODE

Switching to low light mode can help you see in darker areas, however tactical visor elements are deactivated.

SAVING

The game creates auto-saves whenever you reach certain areas within a level. You can also save the game at any time by

going to the pause screen and selecting Save Game. Then press the Y button to create a new save, press the X button to delete a game, and press the A button to overwrite an existing save. It is recommended that you have 160 blocks on the hard disk free in order to have two saved games. Each additional save requires 62 blocks.

MULTIPLAYER GAME TYPES

There are four game types available when playing Multiplayer:



FLAG

DEATHMATCH: There are no teams, and the object is to get as many kills as possible during the time limit. Also, if there is a kill limit, the first to reach it wins.

TEAM DEATHMATCH: The team with the most kills at the end of the time limit wins. Also, if there is a kill limit, the first team to reach it wins.

CAPTURE THE FLAG: The object is to grab the flag from the opposing team's base and return it to your team's base. For a capture to count, your team's flag must be in your base. If a team's flag is dropped on the ground, a member of that

SEARCH AND DESTROY<<



BASE

team can touch it to instantly send it back to their base. Otherwise it will automatically return to the base after a short period of time if an opposing member does not pick it up. Each capture scores a point. The team with the most points at the end of the time limit, or the team that reaches the kill limit first, wins. This mode requires at least two players before the match can begin.

ASSAULT: Each round consists of one team attacking while the other defends, and then the defenders get a chance to attack. The attackers begin with a flag in their base in their objective is to bring this flag into the opponent's base, which scores two points. The defenders must prevent the attackers from bringing the flag inside their base. If the flag is dropped, it automatically returns to the attackers base after a short period of time. If the defenders managed to prevent the attackers from burning the flag into their base for the entire time limit, they score one point. Both teams get to attack in a round, with the winner determined after all rounds are completed. This mode requires at least two players before the match can begin.

MULTIPLAYER MENU

There are several options available when selecting Multiplayer from the Main Menu.

SYSTEM LINK

When selecting System Link from the multiplayer menu, you are first presented with a list of System Link and games.

SERVER LIST: Displays the available servers. Select one and press the A button to join the game. You can then choose



>>PENETRATE INNER COMPOUND

to spectate, choose a team, or allow the game to auto select a team for you.

Hosting a Game

Press the X button to host your own game and customize the following settings:

Game Type: Choose from the four game types.

Select Maps: All maps are selected by default. This means that after each match is completed, the next map in a list will be played. Maps can be removed from the Selected list, in which case they will show up in the Available list.

Options: Press the X button on the Select Maps screen to access the Options, which allow you to adjust various settings depending on the game type:

Time Limit: Set the time length of the match.

Score Limit: The first player or team to reach this score automatically wins.

Maximum Players: Limit the number of players that can enter the game.

Game Speed: The speed of the action can be sped up or slowed down.

Respawn Delay: How long a player must wait to respawn after being killed

Dedicated Server: Toggle this on to run in dedicated server mode. The maximum number of players is increased when running a dedicated server, although the host cannot play at the same time.

Friendly Fire: In team games, friendly fire can be set to no damage, or a percentage of normal damage.

Auto-balance Teams: Turning this on forces players to join the team with fewer numbers.

Rounds Per Map (Assault Only): Set the number of rounds in an Assault match.

Time Per Round (Assault Only): Set the time limit that the attacking team has to bring their flag into the opponents' base.

SQUAD FIRE AT WILL<<

Xbox Live

This option allows you to play with other players over the Internet. You must first choose an account if your account is not set to auto sign in. You can also choose to create a new account here if you do not have one. Once you are signed in you are presented with the following options:

Quick Match

Selecting this automatically connects you to a server with the best ping (connection speed) regardless of game settings.

Optimatch

This option allows you to search for games based on your preferences for settings. First choose a game type, and then you are presented with the following options:

Min Players: Only show games that already have the number of players you specify.

Max Players: Only show games that do not have more players than the number you specify.

Only Dedicated: Only show games that are run on dedicated servers, allowing more maximum players.

Allow Friendly Fire: Only show games that either have friendly fire turned on or off.

Once you have chosen the specifications for games, a server list (the same as with System Link) appears. If no games are found that meet the criteria you have set, then you are offered to create your own match, which also follows the same procedure for hosting a game in System Link.

Recent Players

Selecting this option displays a list of players you have played with recently. Select a player and press the A button to access the following options:

>>GAIN ACCESS TO NEXT SECTOR

Send Friend Request: Sends a request to the player to join your Friends List.

Mute: Permanently mutes the voice of the player, until you turn the mute off.

Send Feedback: Here you can send various positive or negative feedback about a player.

Friends List

This option displays the status of your current friends, players you've invited to be on your list, and players who have invited you to be on their list.

Settings

This option allows you to set players' voices to come through your TV speakers or the Xbox Communicator, and allows you to appear offline if you do not wish to be disturbed while playing.

Content Download

This option takes you to an external site and shows any available new content for download. The content will require additional blocks of space on the hard disk.

Sign Out

Select this to sign out of Xbox Live.

<<PREPARE TO INFILTRATE

SPLITSCREEN

This mode allows up to four players to play together in splitscreen mode. While the controller in port 1 is always active, each additional controller must be activated by toggling "Disabled" to "Playing" by moving either thumbstick. Once all players are ready, the game type and maps are selected in the same manner as System Link.

CUSTOMIZE

Select this to customize the look of your character in all multiplayer games. You can customize one look for a Commando, and one look for a Trandoshan. When joining multiplayer games one of the two looks will be used depending on the team you join. To save a look, click on Apply.

PROFILES

Select this to access all saved profiles.

>>DISABLE JAMMING DEVICE

MULTIPLAYER PAUSE SCREEN



RETURN TO GAME: Unpause.

ENTER SPECTATOR: Turns you into a "ghost," allowing you to fly around the arena and observe the game. However, in a Deathmatch game, a kill will be subtracted from your score when you return.

OPTIONS: Access various game options.

WEAPONS

The standard issue weaponry for all Republic Commandos is the DC-17m Modifiable Blaster Rifle. The rifle is a special model based on one of the finest mass-produced weapons in the civilized sectors of the galaxy, the DC-15 clone trooper rifle. The Republic took core elements of the DC-15 and adapted it to allow for in-combat adaptability.

RIFLE ADAPTABILITY

Republic Commandos are flexible, adaptable, forward thinking, modular, and dynamic. They are able to accomplish many different tasks and are trained to succeed in almost any situation. This mentality is carried into their equipment as well.

<<ADVANCE TO CORESHIP

Weapons are no different. Just as the Commando himself must be able to adapt quickly, so must his weapon. Rather than equipping him with multiple pieces of bulky hardware, his standard issue weapon has been modified and updated to allow a number of attachments.

ATTACHMENTS

DC-17m Modifiable Blaster Rifle

The standard issue rifle-class weapon for the Commando division of the Republic Army is as versatile as it is powerful; this weapon provides the edge the Commandos need to overcome their enemies.

Sniper Attachment

This attachment, complete with scope, will turn the DC-17m into a long-range stealth weapon. Zooming into the target and firing will take out most targets in one shot. The projectiles for this mode are primarily energy-based, but they also have a metallic core for each bullet which provides an almost instantaneous travel time in a straight line. This attachment allows for long range combat, but is slow to fire and carries a limited clip for the metal cores, so occasional reloads are necessary.

Anti-Armor Attachment

This single shot attachment uses a dumb-fire warhead that is intended for use against armored units. Each shot expends the attachment and another must be added. A Commando can only carry a very limited quantity of these due to their size. They can be used on infantry, but are less effective in that situation.



>>DEFENSES.. STAY TOGETHER

DETONATORS**Thermal Detonator**

Standard thrown explosive. Once thrown, the detonator will explode after a small amount of time. There is also a chance that it will explode on contact. Concussive area effect.

EC Detonator

The skill mechanic for the EC (Electro-static charge) detonator is the same as the Thermal, but the ECD shock that is expended produces an area effect that affects all electronic entities in the area. Highly effective against droids.

Sonic Detonator

The Geonosians developed this biotech detonator. It can stick to surfaces. It is triggered on proximity once deployed. It has a fairly large area effect. Sonics do have a limited life span, however, and will explode after a small amount of time if not triggered.

Flashbug Detonator

These detonators blind biological enemies and stun them so the squad can finish the job.

MELEE ATTACK

All Commandos have an extending blade attached to one forearm of the suit. Press the E key to perform a quick stab with the blade. While you must be extremely close, it usually results in instant death for the target. Secondary weapons can also be used as a melee "club."

<<DESTROY SUPPLY CACHE

SECONDARY WEAPONS

In addition to the DC-17m Secondary Weapons can be found on the field. You may only carry one Secondary Weapon at a time. Picking up a new one replaces the last. Run over a weapon of the same type you are already carrying to replenish ammo. Here are just a few of the weapons you may find:

DC-15s Side Arm Blaster

The BlasTech DC-15s Side Arm Blaster is the Republic Commando's standard issue secondary side arm weapon. Used for close quarter combat situations or when conserving ammo, the Self-Charging Dynamic Energy Cell keeps the DC-15s constantly recharged at a slow but steady rate. You carry this weapon at all times.

**Accelerated Charged Particle Repeater Gun**

Specially manufactured by Arakyd Industries, the ACP Repeater Gun is the standard weapon of the Trandoshan Mercenary group. Used for medium to short distance engagements, it can cut through personal shields, but is not especially effective against droids.

**Wookiee Bowcaster**

The Bowcaster is the standard weapon of the Wookiee militia. Wookiee crafters individually manufacture each Bowcaster and no two Bowcasters are exactly alike. However, ammunition clips are all uniform and interchangeable between different Bowcasters. A scope on the Bowcaster allows it to be a sniper gun that features a disintegrating, energy-sheathed, physical bolt that can impale targets at great distances. Three rounds are necessary to enable this impaler bolt.



THE FACTIONS



GEONOSIANS

The Geonosians have an intricate colonial hive and a caste-based social system. The Warrior and Elite caste members protect the hive from intruders and will swarm and kill anything that comes into their lair. They rule with savage authority while the rest of the masses labor in immense industrial operations. Known throughout the galaxy for their grim excellence in design and production, the Geonosians manufacture battle droids and related units.



TRANDOSHANS

The Trandoshans are a reptilian, warlike species that have a practice of enslaving Wookiees. They value the act of hunting and incorporate hunting rituals into almost every aspect of their lives. There are several classes of Trandoshans that typically raid Kashyyyk, for slaving and pirate raids on space vessels.



THE TRADE FEDERATION

The Trade Federation is the lynchpin organization of the Separatist Movement. Their wealthy war chests allow them to build endless armies of battle droids. With the help of the Geonosian industrial machine, the Trade Federation supplies the Separatists with battle droids, super battle droids, droidekas, advanced dwarf spider droids, and the dread Grievous' MagnaGuards.



>>LOCATE AND REVIVE

PERSONNEL DATABASE

GAME DESIGN

THE REPUBLIC
COMMANDO TEAM

Executive Producer

Daron Stinnett

Director

Tim Longo

Producers

Chris Williams

Steve Matulac

Associate Producer

Matt Fillbrandt

Production

Assistants

Alison Gaiser

Moiria Knowlan

Engineering

Brett J. Douville,

Lead

Scott Peter, Engine

Lead

Christian Lassonde,

Multiplayer Lead

Chris Griepos,

Engine

George Ruof

Jenny Huang,

Weapons

John A. Hancock,

Core AI and Squad

Michelle Hinners,

Senior

Nathan Martz,

Physics and

Enemy AI

Richard Sun

Steve Dykes, UI and
InternationalTim Ramsay,
Senior/Graphics

Level Design

Kevin Schmitt, Lead

Greg Land, Lead

Greg Sarjeant

Harley Baldwin,

Senior

Jeffrey Sordin-Kung,

Balancing

Jesse Moore

John Drake

June Park

Reed Knight, Senior

Troy Mashburn,

Senior

Multiplayer

Level Team

Brenton Corns, Art

Matt McManus,

Design

Shawn Schmitt, Art

Art

Chris Williams, Lead

Francis Hsu

Greg Knight, Senior

Concept

James Zhang,

Concept

Michael "Moose"

Mussellam, FX

Paul Murphy, Senior

Character

Paul Pierce, Senior UI

Thitikon 'Eddy'
Vorachart

Technical Art

Jeremie Talbot,

Character Lead

Adam Piper,

Technical Director

Nicholas Harter

Animation

David Bogan, Lead

Brett Schulz

Loren Cox

Rebecca Perez

Ryan Hood, Senior

Dan Colon

Environment Art

David Dawson, Lead

Carl Wattenberg

Jason Ethington

Morgan Hastings

Patrick Sirk, Senior

Thao Le

In-Game Briefings

Adam Piper

Loren Cox

Chris Voy

Ric Liu

Sound Design

David W. Collins,

Lead/Audio Lead

Andrew Cheney

Julian Kwasneski

Original Star Wars

Sound Effects

Ben Burt

Music Composition/
Design/Choral Text
Jesse HarlinAdditional Music
Editing

Jim Diaz

Jared Emerson-

Johnson

Star Wars music
composed by John
Williams.

P & © Lucasfilm Ltd.

© TM. All rights

reserved. Used under

authorization. Pub-

lished by Bantha

Music (BMI). Admin-

istered and/or co-pu-

blished with Warner-

Tamerlane Music

Publishing Corp.

Foley Recorded at

Skywalker Sound,

Marin County, CA

Foley Mixer

Frank Rinella

Foley Recordist

George Peterson

Foley Artists

Jana Vance

Dharma Clement

Audio Department

Managers

Darragh O'Farrell

Jeff Kliment

Voice and
International
Coordinator

Jennifer Sloan

Voice Director

David W. Collins

Voice Editing

Harrison Deutsch,

Lead

Cindy Wong

G.W. Childs

CAST

Temuera Morrison

Delta 38

Andrew Chaikin

Clone Advisor,

Delta 40

Raphael Sbarge

Delta 62

Jonathan David Cook

Delta 07

Rena Owen

Taun We, RAS Ship

Computer

David W. Collins

Trandoshans,

Trando Multi-Player

Announcer, Clone

Trooper Sergeant,

Republic Voices,

Radio Chatter

Roger L. Jackson

Automated Ship

Voice, Clone

Troopers, Clone

Trooper Lieutenant,

Gunship Pilot

Tom Kane

Yoda, Captain

Talbot, Trandoshan

Slaver #2

Clint Young

Battle Droid, Super

Battle Droid

Writers

Ryan Kaufman

Michael Stemmler

John A. Hancock

Justin Lambros

Build Master

Orion Tiller

Engineering

Technical Directors

Mike Lampell

Nick Pavis

Launcher/Installer

Engineering

Charlie W. Smith

Dennis Crowley

Jonathan Williams

Additional

Engineering

Mike Malakhov

Richard Weeks,

Senior

Additional Level

Design

Geoff Jones

Jeremy War

Michael Licht

Additional Art

Jim Rice

Kevin Evans

Marcia Thomas

Michael Cottam

Ryan Wieber

Yurik Riegel

Additional

Voice Editing

Brian Chumney

Mac Smith

QA Testers

Johnny Szary, Lead

Mark "Mandark"

Montuya, PC

Assistant Lead

Brandon "Jabba"

Hutt, Xbox

Assistant Lead

Bertrand Estrellado

Catherine Sheu

Chris "Sybin"

Thomas

Chris Chan

David Ong

Diarmuid "D-man"

Bosse

Eric "Rammage"

Brummel

Jeff Sanders

John "Six-Touhy"

Tuohy

Jonny "Dumptruck"

Rice

Josh Cabarrus

Juli "Agent Step-

child" Logemann

Michelle Martinez

Mike "EmDub" Ward

Orion "Mr. Salty"

Tiller

Ray Vasquez

Roger "Morgon"

Romero

Ryan Adza

Serge "Siberian"

Tcherniavskii

QA Compatibility

Supervisor and Lead

Technical Writer

Lynn Taylor

QA Network

Compatibility

Darryl "Baren" Cobb,

QA Lead

Isaiah "Fly-Zayah"

Webb, QA

Assistant Lead

QA Compatibility

Technicians

Dan Martinez, Senior

Ben Estabrook

Bray Coleman

Brian G. Deksnys

David Fleming

John Shields

Kim Jardin

Kourosh Shokouhi-

Razi

Kristie Lauborough

Lester Siat

Thad Youngquist

Additional QA

Compatibility Testing

Eric Knudson

Jason Lee

Jason Smith

Scott Taylor

<<INCAPACITATED SQUADMATES

>>RENDEZVOUS WITH SQUADMATES

OS Computer Specialist

John Carsey

ComplianceDave Chapman, Lead
Ian Wolfard,

Assistant Lead

Chris Navarro

Davey Lei

John Lowenthal

Nick Sinnott

Sarah Cherlin

Shinichiro Ohyama

Zak Huntwork

OS Manager

Paul Purdy

QA Supervisor

Chuck McFadden

Product Support Supervisor

Jay Geraci

Hint Specialist

Tabitha Tosti

Mastering Lab Specialist

Wendy Kaplan

Mastering Technicians

Eric Rauch

Jay Tye

OS Coordinator (aka Den Mother)

Kellie Walker

International Producer

Ken Rogers

International Assistant Producers

Eric O'Keady

Hiromi Okamoto

International Testers

Phillip Berry, Lead

Erik Heitmeyer

Jason Pimental

Ken Balough

Product Marketing

Sam Saliba

Matt Shell

Package Design

Hamagami/Carroll,

Inc.

Public Relations

Anne Marie Stein

Heather Twist

Phillips

Alexis Mervin

Sales and Channel Marketing

Meredith Cahill

Tim Moore

Terri Dome

Alyxandra Huynh

Gemma Baiocchi

Greg Robles

Katy Walden

Mike Maguire

Strategic Marketing

Sean Denny

Melissa Blegen

Internet Marketing

Jim Passalacqua

Paul Warner

Content Supervisor

Ryan Kaufman

Manual Writing

Matthew Keast

Manual Design

Patty Hill

IS Liaison

John von Eichhorn

Business Affairs

Seth Steinberg

Mark Barbolak

John Garrett

Extras and Attract**Featurettes**

Bayside

Entertainment

Lucas Licensing

Howard Roffman

Stacy Cheregotis

Chris Gollaher

Kristi Kaufman

Stacy Arnold

Personal Thanks

Absolute Dragons

Ann Becker

Audra, Mike & David

Schmierer

Becky B

Catherine Cheney

Christina Boyle

Cianna "The Monkey"

Stewart

Cowbells and

Underachievers

Cynthia and Nicolaus

Schmitt

Dan Atkins

Dana Clemens

David Kracov

Dejah

Diamond B, PimpAK,

PW, Crazy Clyde,

Harter Family

Dimitrios Griepes

Elisa Freeling

Fipi Lele

Hefzi Ramirez

Herb and Phil Bossé

Jack and Debbie

Rogers

Jim, Jeanne and

Stephanie

Fillbrandt

Jennifer Lassonde

Jennifer Yoon

Jeremie's Mom

Joanna Shell

Julie "Moosher"

Walters

Karen Hack and

Ryan Ramsay

Karen, Luc and

Jordan Douville

Kelly Zito

Larissa Sarjeant

Laura Cappello

Lia Elanor Longo

Lisa (LS-150), Olive

and Gus

Livia Knight

Madeleine Knight

Martin Sirk

Matt Shean

Michael Baobie

Chang

Mon bonbon,

Milkman and Betty

Mr. and Mrs.

Vorchart

MSgt. Edward R.

McGill and TSgt.

Daphne R. McGill

Neesa

Nicol L. Bogan

Nivedita

Sheri Sarkis, Justin

and Jeff Burgos

S.J.B.L.

Sung Moo Hong

The Edgelea Crew

The Gapinski's

The makers of

energy drinks

The Navarro-Oropeza

Family

The pizza guy

The Tcherniavskii

Family

The Two Whellerz

The Webb Family

Tina Gin

Tippit Rooni and

Kody

AC and the

Poochfarm

Vanessa Verigin

Vashti and Maeve

William Keya

Hastings

Yuuki

Special Thanks

501st and Tim

Knapp

Alan Willard

Alejandro Diaz

Atsuko Matsumoto

Auckland Audio,

Auckland, New

Zealand

Bayside

Entertainment

Ben Hayes,

didgeridoo

Bonnie Reed

Brendan Lloyd

Camela McLanahan

Catherine Durand

Chad Williams

Chris McAllister

Clint Young

Currin Cyr

Daryll Jacobson

Dave Boat

Denny Delk

Epic Games

Greg Millies

James Miller

Jeff Klimont

Jim Ward

Joe Bacciocco

Joe Graf

John Geoghegan

John Knowles

Joseph Crnko

Josh Lowden

Karen Traviss

Katy Evans

Ken Henderson

Kyle Ruddick

Malcolm Johnson

Margarita Mix,

Hollywood, CA

Mark Cartright

Mark Rein

Mark Subotnick

Markus Breyer

Markus Neumann

Mary Bihl

Matt Urban

Matt White

Melanie Jacobson

Michael Capps

Michael Klima

Mike Nelson

Peter Hirschman

Peter Whiteside

Prima Games

Rachel Bryant

Randy Breen

Reed Ruddy

RJ Berg

Sam Hofstedt

Sandy Manesis

Sarah Ewing

Secret Level

Simon James

Skywalker Sound

Studio X, Seattle,

Washington

Suzanne Panter

Terry McGovern

Tim Sweeney

Tom McCarthy

AWAIT MANEUVER SEQUENCE

SOFTWARE LICENSE LIMITED WARRANTY

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR OTHERWISE USING THE SOFTWARE. BY INSTALLING OR OTHERWISE USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR A REFUND OR EXCHANGE SUBJECT TO THE RETURN POLICY OF THE RETAILER.

The computer program, artwork, music, printed materials, on-line or electronic documentation, and other components included in this product and all copies of such materials as such as may be modified or updated (collectively referred to as the "Software"), are the copyrighted property of LucasArts, a division of Lucasfilm Entertainment Company Ltd. and/or its affiliated entities or divisions, and its licensors (collectively referred to as "LucasArts"). The Software is non-exclusively licensed (not sold) to you, and LucasArts owns and/or controls all copyright, trade secret, patent and other proprietary rights in the Software. LucasArts may make improvements or updates to the Software at any time and with or without notice to you, which may be automatically downloaded into the memory card(s) used in connection with the Software. Such updates or improvements may change the game play associated with the Software.

Subject to the terms and conditions of this Agreement, you may use the Software, solely for your personal use and only in connection with a Microsoft Xbox video game system. You may not circumvent or attempt to circumvent any technological measures in the Software or the media designed to prevent copying or unauthorized access.

All rights not specifically granted under this Agreement are reserved by LucasArts and, as applicable, their licensors. You may not: (1) copy the Software in its entirety onto a hard drive or other storage device and you must run the Software from the included Digital Versatile Disc ("DVD"); (2) distribute, rent, lease or sublicense all or any portion of the Software; (3) modify or prepare derivative works of the Software, except as otherwise may be allowed herein; (4) transmit the Software over a network, by telephone, or electronically using any means, or permit use of the Software, in a network, multi-user arrangement or remote access arrangement except in the course of your network multiplayer play of the Software over authorized networks in accordance with its documentation; (5) engage in matchmaking for multi-player play over unauthorized networks; (6) design or distribute unauthorized levels; (7) reverse engineer the Software, derive source code, or otherwise attempt to reconstruct or discover any underlying source code, ideas, algorithms, file formats, programming or interoperability interfaces of the Software by any means whatsoever, except to the extent expressly permitted by law despite a contractual provision to the contrary, and then only after you have notified LucasArts in writing of your intended activities; (8) remove, disable, or circumvent any proprietary notices or labels contained on or within the Software; (9) export or re-export the Software or any copy or adaptation thereof in violation of any applicable laws or regulations; or (10) commercially exploit the Software, specifically at any cyber café, computer gaming center or any other public site without first obtaining a separate license from LucasArts (which it may or may not issue in its sole discretion) for such use, and LucasArts may charge a fee for any such separate license.

You may transfer the Software, but only if the recipient agrees to accept and be bound by the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation. Your rights in and to this license are automatically terminated if and when you transfer the Software.

LucasArts warrants to the original consumer purchaser only that the media furnished in this Software will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media furnished in this Software proves to be defective, and provided that the original consumer purchaser returns the media to LucasArts in accordance with the instructions in this paragraph, LucasArts will replace the defective media: (a) free of charge to the original consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, or (b) for a fee of \$15.00 (all references herein are to United States dollars) per DVD, if the media proves to be defective after the expiration of the ninety (90) day warranty period, provided that the request is made within a reasonable time from purchase, and LucasArts continues to distribute the DVD commercially. To obtain a replacement DVD, please return the defective DVD only, postage prepaid, to LucasArts, a division of Lucasfilm Entertainment Company Ltd., P.O. Box 10307, San Rafael, CA 94912, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for \$15.00 made payable to LucasArts per DVD if after expiration of the warranty period. LucasArts will mail a replacement to you. In the event that the Software is no longer available, LucasArts retains the right to substitute a similar product of equal or greater value. This warranty is not applicable and shall be void if the defect has arisen through abuse, mistreatment, neglect, or from normal wear and tear. LucasArts has no obligation to provide support, maintenance, upgrades, modifications or new releases under this Agreement.

You expressly acknowledge and agree that use of the Software is at your sole risk. Except for the limited ninety (90) day warranty on the media set forth above, the Software and any related documentation or materials are provided "AS IS" and without warranty of any kind. LUCASARTS EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. LUCASARTS DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU, AND YOU (AND NOT LUCASARTS) ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION. LUCASARTS SHALL ALSO NOT BE LIABLE FOR ANY DELAYS, SYSTEM FAILURES OR SYSTEM OUTAGES WHICH MAY, FROM TIME TO TIME, AFFECT ONLINE GAME PLAY OR ACCESS THERETO. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE, SHALL LUCASARTS, OR ITS DIRECTORS, OFFICERS, EMPLOYEES, LICENSORS, LICENSEES OR AGENTS, BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOST DATA, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION, DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LUCASARTS OR A LUCASARTS AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

YOU AGREE THAT THE LIABILITY OF LUCASARTS ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THE SOFTWARE. YOU AGREE TO WAIVE ANY RIGHT TO EQUITABLE RELIEF, INCLUDING, WITHOUT LIMITATION, ANY INJUNCTIVE

RELIEF, TO ENFORCE THE TERMS HEREOF. THE PARTIES ACKNOWLEDGE THAT THE LIMITATIONS OF LIABILITY IN THIS AND OTHER PROVISIONS OF THIS AGREEMENT AND THE ALLOCATION OF RISK HEREIN ARE AN ESSENTIAL ELEMENT OF THE BARGAIN BETWEEN THE PARTIES, WITHOUT WHICH LUCASARTS WOULD NOT HAVE ENTERED INTO THIS AGREEMENT. LUCASARTS' PRICING REFLECTS THIS ALLOCATION OF RISK AND THE LIMITATION OF LIABILITY SPECIFIED HEREIN.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

This Agreement is governed in all respects by the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California between California residents, and you hereby consent to personal jurisdiction in California. This Agreement will not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. You and LucasArts each agree that any claim or controversy arising out of this Agreement or the Software shall be settled by expedited binding arbitration in accordance with the rules of the American Arbitration Association. Such arbitration shall take place in Marin County, California, and you waive any claim that such forum is inconvenient. Any such claim or controversy shall be arbitrated solely on an individual basis and shall not be consolidated with a claim of any other party. The arbitrator may not change the terms of this Agreement. The arbitrator may award injunctive or other equitable relief to enforce the terms hereof; provided, however, that no injunctive or equitable relief may be awarded that would enjoin or impair LucasArts' rights or ability to distribute or otherwise market, advertise, promote or exploit the Software. If it is judicially determined that any claim or controversy arising out of or related to this Agreement or the Software cannot be settled by expedited binding arbitration as noted above, then you agree that any such claims or controversies shall be brought and maintained in the state courts located within the County of Marin, State of California or the federal courts of the Northern District of California, and you waive any claim that either such forum is inconvenient. The foregoing shall not preclude LucasArts from seeking any injunctive or other relief for protection of LucasArts' intellectual property rights or similar rights in any court of competent jurisdiction. Because LucasArts would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that LucasArts shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as LucasArts may otherwise have under applicable laws. The prevailing party in any action to enforce this Agreement shall be entitled to recover costs and expenses including, without limitation, reasonable attorney's fees. LucasArts shall have the right, but not the obligation, to defend or settle, at its option, any action or proceeding arising from a claim that your permitted use of the Software infringes or misappropriates any patent, copyright, or other ownership of a third party. You agree to provide LucasArts with written notice of any such claim within ten (10) business days of your first knowledge thereof and to provide reasonable assistance in the defense of such claim. LucasArts shall have sole discretion and control over the defense or settlement of such claim, unless it declines to defend or settle such claim, in which case you are free to pursue such course of action as you reasonably determine. LucasArts is under no obligation hereunder to indemnify or hold you harmless with respect to any actions, proceedings or claims. In the event of such a claim, or if LucasArts believes such a claim is likely, LucasArts may: (i) procure for you the right to continue using the Software; (ii) modify the Software so that it becomes non-infringing; or, (iii) terminate this Agreement. You agree to comply with any court judgment or other conditions imposed on you or LucasArts as a result of an allegation of patent or copyright infringement (whether by court order, agreement or otherwise), whether or not such judgment or conditions contradict the conditions of this Agreement, including without limitation, ceasing use of the Software.

If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the validity and enforceability of the remainder of this Agreement shall in no way be affected or impaired thereby and such provision shall be enforced to the maximum extent possible so as to effect the intent of the parties and shall be reformed without further action by the parties to the extent necessary to make such provision valid and enforceable. LucasArts' failure to act with respect to a breach by you or others does not waive LucasArts' right to act with respect to subsequent or similar breaches, nor will any single or partial exercise of any right hereunder preclude further exercise of any other right hereunder. This Agreement sets forth the entire understanding and agreement between you and LucasArts with respect to the subject matter hereof. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties; provided, however, that LucasArts has the right, without notice and/or without a writing signed by both parties, to amend this Agreement in connection with any modifications or updates to the Software.

The license term shall commence as of the date you install or otherwise use the Software. You may terminate this license by disposing of the Software. Without prejudice to any other rights of LucasArts, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all its component parts. Your disposal or destruction of the Software and any component parts must be done in accordance with applicable law. Except for the license granted herein and as expressly provided herein, the terms of this Agreement will survive termination.

If the Software is acquired under agreement with the U.S. government or any agency or instrumentality thereof, it is acquired as "commercial computer software" subject to the provisions hereof, as specified in 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or sections succeeding thereto.

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. *Star Wars Republic Commando* is a trademark of Lucasfilm Entertainment Company Ltd. © 2005 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & © or TM as indicated. All rights reserved.

This game and manual are each a work of fiction. All of the characters, events, locations, logos, and entities portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

LucasArts, a division of
Lucasfilm Entertainment Company Ltd.
P.O. Box 10307
San Rafael, CA 94912

POINT OF CONTACT

HINT LINE

LucasArts has set up a variety of services to provide you with information about our latest games, hint and gameplay assistance, and technical support.

U. S.

If you need a hint, you may call our automated Hint Line. This service costs \$1.99 per minute, requires a touch-tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is 1-900-329-JEDI (1-900-329-5334). The option to speak with a live Hint Operator is also available from this number. Hint line operators are available during regular business hours, Monday-Friday, 9:00 a.m. to 6:00 p.m. (Pacific Standard Time). (Average call length is three minutes.)

Canada

Our Hint Line is also available to our Canadian customers. This service costs \$1.99 [U.S.] per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is 1-900-451-JEDI (900-451-5334). Hint line operators are available during regular business hours, Monday-Friday, 9:00 a.m. to 6:00 p.m. (Pacific Standard Time). (Average call length is three minutes.)

LUCASARTS RESERVES THE RIGHT TO DISCONTINUE THE HINT LINE AT ANY TIME AND WITHOUT NOTICE.

WHERE TO FIND US ONLINE

Visit the LucasArts Technical Support Web site at support.lucasarts.com where you can receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an on-line representative.

Yoda's Help Desk

Yoda's Help Desk, an interactive knowledge base, is available in the Technical Support section of the LucasArts Web site at support.lucasarts.com. Yoda's Help Desk offers solutions to technical issues based on information you provide. You can receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide a solution to your problem, you can send an e-mail message to an online representative.

TECHNICAL SUPPORT PHONE NUMBER

This number is for technical assistance only. Hints will not be given out over the Technical Support line. You can reach our Technical Support department at 1-415-507-4545. We are available Monday-Friday, 9:00 a.m. to 6:00 p.m. (Pacific Standard Time).

TECHNICAL SUPPORT FAX

We also offer the option of faxing us with your questions at: 1-415-507-0300. When sending a fax, include your name, fax number with area code, and a voice phone number to contact you in case we experience problems faxing you back.

TECHNICAL SUPPORT MAILING ADDRESS

You can also mail us directly at:

LucasArts, a division of Lucasfilm Entertainment Company Ltd.
P.O. Box 10307
San Rafael, CA 94912
Attn.: Product Support

LUCASARTS COMPANY STORE

Safe, quick, convenient shopping is just a click away. Visit our secure online store at store.lucasarts.com for great deals on games and unique items you won't find anywhere else—hats, T-shirts and much more. Order online or call toll-free at 1-888-LEC-GAMES. (Technical support is not available on this line.)

Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.



GET MORE REPUBLIC COMMANDO ACTION!

*Read the official tie-in novel based
on the LucasArts video game!*

When a commando pod loses a member on a dangerous mission, will the remaining three go on without him, or will they set out to find their missing brother, stranded deep in hostile territory?



© 2004 Lucasfilm, Ltd. & TM. All rights reserved. Used under authorization



WWW.READSTARWARS.COM

3257502